Jump Chain Preparation Meta CYOA v 0.28
By Walkir, with special thanks to Muroshi9 from QQ for some edits and sunspark from there for the unique resources.

This generates a plane of existence roughly one kilometer square big, holding the warehouse, bay, companion housing and other elements of jump chain preparation as well as any buildings you gain during a jump. Living beings inside can use it to cross between buildings. Its borders look like endless sky, sea or other elements depending on chosen environment with fitting light sources, be it suns or lamps, but really are an impenetrable force field no one can break.
Those fields extend a kilometer up and down as well, forming a cuboid..

Every imported building or structure brings the grounds on which it stands and a strip of five meters around it. The free space addon grants land between the buildings to make it less crowded, while imported land is added en bloc.
Each of these imports extends as far up and down as the original metaplane. Higher buildings or deeper mines expand the whole plane.

Until changed by purchases, the plane is as neutral as possible, containing only said buildings. It offers a standard 24 hour day/night cycle the jumper can modify at will with a mental command, standard gravity, breathable air and a ground to stand on safely, but nothing to eat, drink or mine. Then again, it also holds no life* you didn't bring in. The climate can be picked at will at creation and modified with the warehouse A/C by the jumper if required. The jumper can also model the view (including the sky) at will each jump. This grants no benefits besides the view.

Only the storage area can be used to store things. If you try to put stuff elsewhere, it will be teleported into the warehouse, or the storage area if that one is full. This is also the only part of the metaplane you can physically access during a jump unless specified differently by the supplement in or imported element in question.

If a structure says it can't be accessed during a jump or has other access limitations, the plane won't cancel these.

You get 25 CP.

<u>Utilities</u>
Data Center (1 CP, needs warehouse electricity): A proper data center linked to the utility grid to hold all the computers and AI one wants to keep in a proper environment. Includes A/C and whatever the systems need, but provides nothing but fluff explanations to warehouse elements (like heating with its waste heat) besides the computing.

Helipad (1 CP): allows storing a single VTOL without being able to refuel or maintain it. (Unless there is a power source and there's an all-electric VTOL somewhere, of course)

Harbor (2 CP): A small harbor able to hold and provide for a single wet navy ship up to 100 meters length.
(+1 CP) for each extra wet navy ship (or spaceship operating on the same principles, like those from Treasure Planet) that fits in.
(+2 CP) It can create fuel and spare parts now.
This can expand the natural harbor or be at an unprotected place.
(+2 CP) Ship access::
This creates a compass that points towards an entry to the plane no one can find without this, allowing a wet navy ship small enough to fit into the harbors with the jumper aboard to follow a course that will cause it to shift into the plane after ten minutes unless watched. (Sats do not count, the ship vanishes as soon as no one is watching or hidden from sight if still watched at the ten minute point).

At return, it will be inserted back into the place it shifted from.

Street grid (1 CP): Streets connect the buildings, allowing the direct transfer of goods between them and to drive the vehicles to exits/entries.

Time Control (2 CP, needs Companion Housing Time Control): Expands the Companion Housing Complexes' Time Controller over the whole metaplane..

Utility grid (free): A network of pipes connects all buildings, delivering water, power, internet, gravity changes, heating, housekeeping bots and other utilities from the warehouse to all other structures for free if picked there.
(+1 CP) to allow it to transport raw materials to machine or workshops and spare parts back

Warehouse Elevator and Staircase (free, but not automatic): An elevator and staircase at the side of the warehouse with doors connecting to any structure the jump steps say connect to it like the Nine to Five apartment. This is an extension of the infrastructure connecting the warehouse floors.

<u>Environment:</u>
Asteroid (2 CP): The plane is on the inside of a hollowed out asteroid, allowing direct access to the orbital docks. There is a heavy hangar door airlock connecting the two (in a tunnel if you want it not to ruin the view like a Trek Holodeck door) and the dock is connected to the utility

grid (giving effectively unlimited air and water for the dock's life support system). This is not a structural weakness and even if the dock is destroyed, no one can enter the metaplane through it. A tunnel connects it with a portal to the Space pirate Captain Harlock Asteroid Base, if that is taken. Said jumps Offworld vegetable garden can also be located here, but does not count as this supplement's garden option.
If combined with the garden, perfect island or any other landscape feature, this feature is included in a titanic cave inside the asteroid.
If this would make the Asteroid base into a dwarf planet (looking at you, Generic Australia jump), the cave becomes bigger on the inside to allow the outside to stay midsized while still having a kilometer or two of rock armor and shallow hangars.

Extra space (1 CP; first level free if warehouse has extra space; one free level after any jump granting free park grounds like the Tycoon or Jurassic Park ones ; max 2 levels free): Grants another square kilometer of area covered and extends island, garden and other chosen landscape options accordingly.

Garden (7 CP, discount with Sims 3 - Pooled Resources): The plane is a garden one can use to relax, grow decorative plants and herbs and keep small pets in between the buildings.
(+1 CP) for an outside pool, included when taken with the Sims 3 discount so it costs 4 CP then.

Hot spring (1 CP, Free with Tenchi Muyo! - Subspace Onsen or Zerg Spawning Pool, but only one): Has minor healing powers and is very relaxing, but is too small to feed more than a bath house. While you can choose if it is freshwater or not, it is not drinkable in the sense that it would protect from dehydration.

Mineral veins (7 CP): Offers basic resources that can be mined and converted into spare parts even while if the jumper is away if purchases in other modules allow for this.

Unique Resources (10 CP): This grants an area of the plane the ability to attune itself to a jump you already visited and create resources from there. This could be a cave with a Naquadah and/or Trinium mine if you pick Stargate, one with lightsaber crystals from Star Wars, Khaydarin, crystal-minerals and/or Vespene from Starcraft... It needs not to to be a cave, but can also create an area where you can find basic Harry Potter potion ingredients, WOW alchemical herbs… you get the idea.
This does not create animals, though, only minerals and gases or flora (and not both at the same time) working as said resources.
It can be reset at the start of each jump and needs a week to reset itself.

How To Train Your Dragon (Dreamworks) Archipelago (Special): If you have this, you may place the Metaplane in the Archipelago making it part of your plane. It also allows you to specify which of your properties show up on the archipelago and which appear somewhere else before every jump. If you have the Incredibles Island and a smithy, you are NOT forced to put the latter on its own little rock. Let's not even start about the Australia jump…
The fog around the archipelago also is an entry point if you have the harbor with ship access.

Perfect Island (4 CP): The plane has the form of an island and the undrinkable salt waters around it. Unless a garden is bought, the ground consists of useless sand.
(+1 CP) for a naturally protected harbor holding several ships without infrastructure (ship access possible, see above)
(+1 CP) for a protected beach all the inhabitants (yes, all of them) can use simultaneously

Portals (6 CP, Free with Warehouse Portal): The plane can directly be accessed by a portal.
(+2 CP**, Free with Warehouse Force Field):** for protective force fields
(+4 CP**, Free with Warehouse Fast Travel):** for fast travel via double portals.

Storage area (1 CP): Creates 100 square meters [~1,076 feet] of reinforced ground outside of the buildings that allows storing cargo brought in or produced here if the warehouse and other storage facilities should ever run out of space. It is connected to the street grid if bought and allows to park vehicles without being able to refuel or maintain them. Chargers for e-cars are included if a power source exists.

Land (free if bought inside the relevant jump) If there is land you can buy inside a jump - like Shrek's 10 square miles, King Arthur's 10 acres, Overlord's underground domain or Anno 2070's undiscovered country - , .this becomes part of the metaplane in between jumps and stays there until moved into the new jump or the real world after ending the jumpchain.

Forest (4 CP): A square kilometer of quickly regrowing forest consisting of trees of the jumper's choice (wild mixes possible as long as they fit into the plane's climate zone) that can be used to get timber, feed pigs and harvest some basic forest herbs or firewood. Each extra Km² costs +1 CP.
After each jump, it can be changed, but don't expect mammoth trees if you don't give them the time to grow.

*: This means no animal life. Adding terrain features, grass and trees is okay. Just don't expect any timber from said trees